



Dreamcast™

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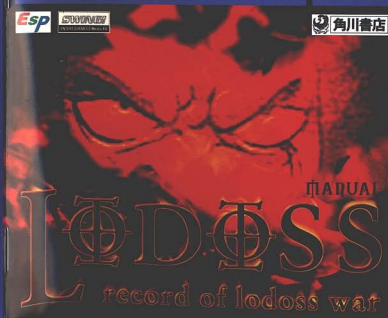
Dreamcast™



Dreamcast



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RECORD OF LODROSS WAR

Manual



EPILEPSY WARNING

Please read the instruction manual and in particular this section before playing this video game or permitting your children to play it. A parent should study the instruction manual with a minor before it playing the game for the first time. Certain persons may suffer epileptic attacks or a disturbance of consciousness if exposed to specific flashes or light effects in routine situations. Such persons may suffer an attack viewing certain TV images or playing certain video games. Even persons might be affected whose medical history so far did not account for epilepsy. If you or a member of your family suffer from symptoms linked to epilepsy (attacks or disturbance of consciousness) when exposed to flashes please consult a physician before playing the game. Parents should monitor their children when playing video games. Should you or your children experience symptoms such as dizziness, impaired vision, eye or muscle twitching, loss of consciousness, disorientation, any kind of involuntary movement or cramps, terminate the game IMMEDIATELY and consult your physician.

For your health

- Position yourself as far as possible from the TV screen as the cable and console permit (c. 2 meters).
- The game should preferably be played on a small screen.
- Do not play if tired or if you have not had sufficient rest.
- Ensure that the room in which you are playing is well lit.
- When playing, observe a minimum break of 10 minutes per hour.

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A long, long time ago, a dreadful fight rampaged the island of Lodoss. The entire land quivered under the relentless power between the forces of Light and Darkness. Although the forces of the Light were victorious, the powers of Darkness again and again managed to thwart peace and trigger uprisings that led to barbarous fights. And right here and now, Lodoss is about to experience the worst catastrophe since the beginning of mankind:

THE RESURRECTION OF THE EVIL GODDESS KARDIS.

To prevent this Wart, Keeper of the Barren Land, has raised the Red-headed Warrior, who lost his life in the battle against King Farn, from the dead.

THE CHARACTERS

The Red-headed Warrior



You control the Red-headed Warrior brought back by Wart to stop Kardis.

In the days of the Great War he was one of the so-called "Six Heroes" who performed many a heroic deed in the battle against the dark forces. Before his death he was named Beld, but now has absolutely no recollection of his first life. Feel free to rename him.

Beld was greatly feared by foes and loved by all those who wished to live in peace. In them days, he was called the strongest man

on earth and his deeds are legendary, the recounting of which is passed on from generation to generation.

Wart, Keeper of the Barren Land



Wart, too, was one of the "Six Heroes". He once fought against demons by the side of Beld, Farn and Karla. Today, he is the greatest Wizard of Lodoss and is called the Keeper of the Barren Land.

Wart learned about the evil plan of Wagnard, wizard to the court of Gloom Castle, to bring back to life the Evil Goddess Kardis. To prevent this from happening, Wart resurrected the Red-headed Warrior, since no other man seemed strong enough to fight Kardis.

Black Priest Wagnard



He who once served King Farn took over power after the King's demise and reigned Marmo as a senator. Yet his thirst for power leads him to want to rule the living – and the dead. To do so, he requires the help of the Evil Goddess Kardis since she is the sole master of the most powerful black magic. With powers like hers, Wagnard could rule a

host of undead. He did everything necessary to bring Kardis back to life. It is your mission, Red-headed Warrior, to thwart Wagnard's plan and to send the Evil Goddess back into the realm of the dead.

Freedom Knight Parn



Many years ago, Parn fought against demons and performed great deeds. He was worshipped like a god. His free way of life – free of any master – gave him the name 'Freedom Knight'. When Wart told him about Wagnard's plan he immediately rushed to Marmo, together with the High Elf Deedlit.

Deedlit, the High Elf, Herald of the Spirit of the Dead



Deedlit comes from the Forest of No Return, home to the high elves. She has always been interested in people and it was that very curiosity which made her flee the forest. One day, she met Parn and since then was never ever seen without him by her side again. She commands the magic of the dead.

and can even conjure up Jin, Queen of the Wind. Parn and Deedlit will cross your path and be by your side in many a difficult fight.

The Grey Witch Karla

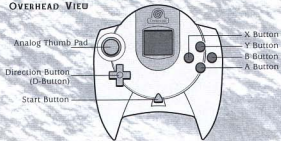


For 500 years now Karla has been living by taken over the bodies of others. Her spirit seizes young people and only leaves them once they die. Then, she searches for a new victim...

Karla operates in the background and tries to maintain equilibrium between Light and Darkness. She has fought on either side, depending on the direction the pendulum swayed. As she is neither white nor black, neither good nor bad, she is called the Grey Witch.



OVERHEAD VIEW



FORWARD VIEW



Using the Dreamcast Controller

Game Screen

Analog Thumb Stick: to move the hero

Direction Pad: to chose the items in the item bar

A Button: to talk to people / opening doors / lifting items / reading monuments / activate teleporters

B Button: to attack (hold down: sword magic)

X Button: for magic spells (hold down: choose magic)

Y Button: to use the items in the item bar

Start Button: to display the equipment screen

L Trigger + Analog Thumb Stick: to rotate the perspective

R Trigger + Analog Thumb Stick: to turn the character

R Trigger + B Button: for an automatic attack

L and R Trigger + Start Button: to show the overview map

Equipment screen:

Analog Thumb Stick: to move the cursor

Direction Pad: to move the cursor

A Button: Enter

B Button: Delete

X Button: detailed explanation

HOW TO START THE GAME

Starting up

Insert the Record of Lodoss War GD-Rom with the label facing up. Connect the Dreamcast controller to Controller Socket A and press Power. When the trailer starts, press Start for direct access to the start screen.

- This software has been designed for one player only. Connect all peripherals to the Dreamcast Controller before switching on the device. Trigger the A, B, X, Y and Start Buttons simultaneously while playing to reset the Dreamcast and to return to the start screen.*
- When switching on the device, do not move the Analog Thumb Stick, do not touch the Left and Right Trigger. This may lead to errors.*

Main Menu

New Game

To start a new game move the cursor to NEW GAME and trigger the A Button.

Load Game

To access a saved game. It is also possible to load a file on the equipment screen. (see "Saving and Loading"-chapter).

Options

Set different options while playing. For more detailed information see Options chapter.



SAVING AND LOADING

Saving



To save a game you require a Visual Memory Card (Visual Memory, VM). The VM is available separately. The bright purple crystals in the game are save points. Position yourself in front of such a save crystal and trigger the A button to retrieve the memory menu. 61 vacant VM memory units are needed to save a game. For more information on VM see the instructions for your Dreamcast.

Loading

To load a game from the menu screen move the cursor to LOAD GAME and trigger the A Button. To load while playing press START on the main screen. This opens the equipment screen. Select the options symbol (book) to the top right and trigger the A Button. The options screen appears. Select LOAD and trigger the A Button. * While saving and loading, do not remove the memory card from the controller; do not interrupt the power supply.



OPTIONS

Main Menu

Access the following options from the main menu:



SOUND

Set the sound to stereo or mono while playing.

VIBRATION

Activate or deactivate the vibration mode here if you own a Vibration Pack (available separately). * When connecting the Vibration Pack to the Controller be sure to insert it into extension slot 2.

MUSIC

Set the volume of the music with the directional keys while playing.

EFFECTS

Set the volume of the sound effects with the directional keys while playing.

MONITOR

Determine the position of the screen with the help of the A Button and directional keys.

Equipment Screen

The following three settings are additionally feasible from the equipment screen:



MAP

Change the display of the map shown on the main menu. At the beginning of the game it is shown at the bottom left of the main screen.

ITEM BAR

At the right of the game screen is an item bar. At the beginning of the game the pockets are empty; later you may use the items in the pockets with the Y Button.

Use this function to display the item bar constantly or to fade out after a short time. Once faded, recall with the directional keys or the Y Button.

LOAD

Saved files can also be loaded while playing. If you wish to restart while playing, use this command.

GAME SCREEN

Battle Screen

The following introduces the basic design of the game screen that will accompany you on your journey through Marmo, the Island of Darkness.



1. HP/MP

The left displays Mana Points (MP), the right Hit Points (HP). If all Hit Points are gone – sorry, you're dead. Use the Mana Points for magic spells. Once your MP are exhausted your magic power is depleted.

2. Map

Your immediate surrounding is automatically shown on a small map. The red arrow indicates the position and the direction toward which the character is moving.

3. Magic

This symbolizes the magic you have chosen. On how to select spells go to chapter Magic Spells and Sword Magic

4. Item Bar

This bar contains items (bottles, picture scrolls, lockpick, and pick), which the hero may use when moving or fighting.

ORIENTATION MAP

While playing, check out a map of the location where the hero currently is. Call this map by holding the Left, Right and Start Trigger simultaneously while playing, or by selecting the Globe on the equipment screen. Scroll into all directions with the help of the directional keys.

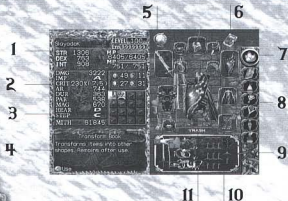
The map only shows places you have already searched.



Change between the different signposts on the map with the L/R Triggers.

Equipment Screen

If you activate the Start Button in the game screen the equipment screen is displayed with information on your hero and his equipment. In this screen you can also take up and deposit items or arrange items in the item bar.



1. Attributes:

- STR** Strength. Important for a sword attack.
- DEX** Dexterity of the hero, important e.g. when evading an assault.
- INT** Intelligence influences the power of the magic attack and defense.
- LEVEL** Current level of experience of the hero.
- EXP** Experience the hero has gathered so far.
- HP** Hit Points. If this score drops to 0, our hero dies.
- Mana Points** No MP, no magic for the hero.

2. Status:

- DMG** Damage inflicted on opponent during sword attack.
- IMP** Impact. High IMP makes the opponent stagger and unable to defend himself.
- CRIT** Critical. Targeted hits can be deadly upon impact.
- AR** Armor. The strength of physical defense.
- DUR** Durability cuts short the duration of staggering.
- PAR** Parrying prevents or reduces damage or dazedness.
- MAG** Magic. The power of the magic skills of the hero.
- HEAR** Hearing. Ability to hear far away and silent noises.
- The volume of STEP** that impact the response by enemies.
- MITH** Mithrill, the total quantity of Mithrill the hero currently bears with him.

3. Defense through magic / special skills

Curse protection: Averts black magic attacks.

Cold protection: Averts cold magic attacks.

Fire protection: Averts flame magic attacks.

Storm protection: Averts thunder and lightning magic attacks.

* If the hero equips himself with a sword or armor then the skills are symbolized.

4. Information field

Brief information on respective action. More detailed information is available if you trigger the X Button.

5. Globe

Look at an overview map of the territory where the hero can be currently found.

6. Options

Calls the options screen. Perform different settings while playing.

7. Magic

Symbolizes the current magic. The A Button indicates an overview of the magic spells the hero masters.

8. Item Bar

Contains the items the hero can use at any time in the main screen. Moving the cursor onto the items in the rucksack and triggering the A Button can arrange them in the item bar.

9. Buckle

The buckle indicates if the hero owns a pick and lockpick. The blacksmith can duplicate the items once they are found.

10. Rucksack

Indicates the possessions of the hero that are neither with the hero nor in the item bar.

11. Character

Move the cursor onto the character and trigger the X Button for an explanation of the skills, which are indicated to the bottom left.

Right hand

Indicates the sword of the hero. Trigger the X Button to display detailed information.

Head

Indicates the helmet of the hero. Next to defense power the helmet effects the shield against magic spells.

Left hand

Indicates the shield of the hero. If the character bears a two-handed sword it can not carry a shield.

Full body

Indicates the armor of the hero. Has great influence on the defense power of the hero and the resistance against hits.

Chest

Indicates the necklace (or similar) of the hero. There are different items with different effects.

Ear

Indicates the earring of the hero. Enhances hearing, for example.

Right ring finger

Indicates the ring of the hero on the right hand. The hero can wear one ring on the left hand and one on the right hand to enhance his skills and resistance against battle magic.

Left ring finger

Indicates the ring on the left hand of the hero.



Back

Indicates the coat or cape of the hero. Not all capes are merely decoration.

Waist

Indicates the belt of the hero. This can, for example, increase Hit Points (HP).

Feet

Indicates the boots of the hero. They mainly influence the noise level of the steps.



THE GAME

Movement of hero

Control the hero in the game with the Analog Thumb Stick. The hero heads in the direction in which the Analog Thumb Stick is triggered. The angle determines the speed of the hero. Trigger the R Button and the Analog Thumb Stick to make the hero turn around.

* *The more inclined the Analog Thumb Stick, the faster the hero moves.*

Change perspective

Change the perspective with the help of the L Button and the Analog Thumb Stick. Move the stick to the right to rotate the screen clockwise; move it to the left to rotate the screen counter clockwise. You can rotate the screen by 45 degrees respectively. This rotation may come in handy if you want to check if a shade you see is merely a reflection of a building or more, or to obtain a better overview during a fight, or to double-check if an obscured object is actually an item.

Basic actions

The most important actions in the game are triggered by the A Button. To address a person, to open or to close a door, to pick up items, simply position the hero in front and trigger the A Button. The A Button is also used to open the treasure, to read monuments and to activate teleporters.



People may provide you with important information. Feel free to address them.



Open or even close any doors with the A Button.

Using items

The game screen uses healing potion and scrolls to open sealed doors. After arranging the item from the rucksack in the item bar select it with the Direction Pad and use it with the Y Button.



To drink from the bottle containing healing potion move the cursor onto the potion and trigger the Y Button.



Lockpick and pick can each only be used once, but can be duplicated by the blacksmith.



Open sealed doors by using a decoding scroll or the Decoding Book.

Fight and Magic

Fighting

All fights are in real time. Except for the fight against extraordinary opponents (e.g. dungeon masters) there is no separation between start and end of a fight.

Sword attack

Use the B Button to hit the sword in the direction in which the Analog Thumb Stick is pointing. If you only trigger the B Button you attack the enemy closest to you.

Sword magic

If you browse through the Ancients at the blacksmith with the help of the R and L Buttons you will see - once you have found the respective monuments - Ancients in yellow writing. These Ancients are for sword magic. They can not be fused with the sword but can be put in. If, for example, you have chosen a firebolt you can fire bolts with the sword. For this, hold the B Button down. The hero then raises his sword, which starts to focus on energy and shines. You will hear a sound if sufficient energy has been gathered for the magic. If you let go of the B Button the sword will unveil its powers. Some of this magic must be directed with a target beam that you control with the Analog Thumb Stick.

Sword magic does not require any Mana Points (MP)

Automatic assault

Hold the R Button and the B Button down for the hero to stop immediately and to automatically attack his closest-by opponent. This is an effective assault strategy if surrounded by many opponents.

Magic

Learning magic spells



You will come across some Books of Magic on your journeys through Marmo. Learn a magic spell by studying such a Book of Magic. Move the cursor onto the Book of Magic in the rucksack and trigger the A Button to read it. If you find a certain book again and read it again, your

magic skills in this field will increase and you will master even mightier magic.



Magic effect

If you hold the X Button down in the game screen you will see a list of magic spells you have already learned. If you enter the combination of buttons below a magic spell you activate it. Confirm in the main screen with the X Button.

This is how you use the chosen combat magic.

Mana Points (MP) are consumed when magic spells are spoken.

- ★ Hold the X Button to see the chosen magic > Select the magic spell > Speak the magic with the X Button



The 'Phantom' magic immediately conjures up two images of the hero that distract the enemies.

Locational magic

'Tornado' and 'Phantom' for example are magic spells that have an effect right there and then where the hero is. To use these or the recall magic (magic which takes you back to the Fortress of the Goblins) trigger the X Button once or twice. For these spells, no directions need to be indicated.



Use the 'Wall' formula to erect a wall at a spot you determine.

Directional magic

For magic spells like the 'Tower' spell you must set a target or a direction. For this, use the Analog Thumb Stick after triggering the X Button once. If you trigger the X Button once again the spell will become effective.

The Mission

While playing you will search many different places on the Island of Marmo. In doing so, you will encounter many important items. In the following we will introduce you to some of these items. Moreover, there are also wooden crates and barrels that are at times well hidden. Search every corner to make sure you do not leave anything out.



Saving crystal / source

The bright purple crystal is a saving point. The well is a source of healing potion. When standing in front of it and triggering the A Button all the bottles you have with you will fill with potion.



Monuments

In addition to some monuments, which explain the game, there are also many monuments that contain Ancients inscriptions. These are magic spells, which duplicate the powers of the hero and help him in his adventures.

(see "Enhance Magic Equipment"-chapter)



Treasures

There are treasures which you simply open with the A Button; others have to be unlocked with a Lockpick; others have to be burst open. After opening a treasure take up the items by triggering the A Button. But careful! Treasures may also hold traps!



Sealed doors

There are doors, which are sealed by black magic. To master these seals you need a decoding picture scroll or the Decoding Book. Select the scroll or the Book in the item bar and trigger the Y Button when standing in front of the door. A picture scroll evaporates after being used but the Decoding Book can be used over and over again.



Mithrill crystals

The shining blue crystals are Mithrill. Mithrill is a valuable raw material required to fuse magic Ancients and to forge weapons. Next to individual pure Mithrill crystals you will also encounter Mithrill ore. To extract the Mithrill from this ore you need a pick. Use the pick with the Y Button. The pick can only be used once.



Teleporter

The circular magic bodies that create a ring in the courtyard in the Fortress of the Goblins are teleporters. These teleporters can be found all over Marmo since they connect the most various locations on the island with one another. If you trigger the A Button while in front of a teleporter it is activated and flashes in red. Step onto an active teleporter to be teleported to the target destination.



Switches

During your mission you will find locations with levers, or where the ground appears a little strange. These are switches that open doors or passages. There are also switches that are activated if you smash a pillar. Should you not advance at a certain point in the game, search high and low for a switch.

ENHANCE THE MAGIC EQUIPMENT



3

2

1

The Forge in the Fortress of the Goblins

1. Blacksmith

This goblin is a master blacksmith. He enhances your equipment and forges many different items from Mithrill. He can also customize.

2. Storage

Deposit any item here. The blacksmith will guard it so that nothing will be stolen.

3. Cabinets

This is where the old goblin showcases unique weapons and shields that you found on your journey. The magic of these items will always be to your advantage.

Magic equipment

The magic equipment the blacksmith gave to you comprises a sword, armor, helmet and a shield. Armed like this you can even oppose the strongest of enemies. You need Mithrill as a raw material to generate the equipment. To give the weapons true power, however, magic Ancients are required which transmit magic powers onto the items. These Ancients either can only be used and returned, or fused permanently. However, fusing requires Mithrill.

The Forge Screen



1. Status

Shows the current status values.

2. Ancients

Shows which Ancients can be used and fused.

3. Fusion

Shows how much Mithrill is needed for the fusion.

4. Content

Shows the Mithrill content of the chosen equipment. It also shows the increase and decline of the Mithrill content when choosing and dismantling the equipment.

5. Mithrill

Shows how much Mithrill the hero currently owns.

6. Information

Displays information on the current action. Call on extensive information with the X Button.

7. Select options

This is what the blacksmith can do for you:

[SELECT ONE] – [TRANSFORM] – [ANCIENTS] –
[DUPLICATE] – [ALL LIST] – [REFINE]

8. Blacksmith's comment

Read the blacksmith's comment here

SELECT ONE

Select the magic equipment to be upgraded, i.e. the items you want to fuse or transform. Enhance or transform the chosen equipment under ANCIENTS and TRANSFORM.

TRANSFORM

Changes the shape of the magic equipment. During transformation the currently fused Ancients are taken over. You must have selected the equipment with SELECT ONE.

ANCIENTS

Here, the blacksmith uses Ancients for the magic equipment. Ancients increase the abilities of the equipment. Fusion has a lasting reinforcement effect of the skills of the equipment. Every magic item of equipment has a limited number of fields in which Ancients can be placed. If the inscription of the Ancients is too long (if there are more Ancients than fields) it can not be used and is highlighted in gray. Only those Ancients are displayed that can be used in the class of the selected item. It is also possible to fuse several Ancients before they are fused with the item. The fused inscriptions must not exceed the number of fields of the item.

Only a limited number of Ancients can be fused. To the right of the Ancient is the number of already fused Ancients and the maximum number. If a star is marked next to the Ancient the maximum number has already been fused.

DUPLICATE

Have equipment items you once found re-forged here. The

blacksmith does not ask for more Mithrill than you received during REFINE. Can also produce Lockpick and Pick. However, only items that you already found can be forged.

ALL LIST

Shows a list of all Ancients gathered so far.

REFINE

The blacksmith can refine the equipment. You will then receive the Mithrill Content. The blacksmith studies the shape of the weapon and duplicates it for his cabinet. Later, you can have as many duplicates forged, as you like.

EXIT

Exit the Forge Screen.



Fusing ancients

The equipment receives new abilities by using the Ancients. When fused the abilities are permanent. Repeated fusing of Ancients steps up the power.

Fusing

1. SELECT ONE.
2. Select the desired spell with the A Button from the ANCIENTS. If another has already been selected and is marked to the left of the Ancients field, remove with the Y Button.
3. Access the FUSION screen with the X Button.
4. Fuse with the A Button.



Select Ancients and fuse with the sword.

Transform

Do you want to upgrade the hit rate of the sword? And do you want to increase the damage the sword can inflict? This will make your adventure easier. Use the right weapon for different opponents, an armor that allows you to move silently, and good protection items. Transform items to adjust to different situations.

Transforming

1. SELECT ONE
2. Select the desired transformation.
3. You can change the name.
4. If the name has been confirmed the transformation is complete.

The most important Ancients

You can gather Ancients by finding monuments and reading their inscriptions. If the maximum number of fused Ancients has been reached it is possible that it develops further and a new spell appears.

Sword

There are Ancients, which bestow battle magic onto the sword, and again others, which increase the attack rate.

Most important Ancients for the sword:

Strength (STR) up + 1 / Damage (DMG) up + 1

Goblin Buster / Elf Buster / Holy Sphere / Secret of the Holy Sword

Armor

There are Ancients for the armor, which upgrade the armor and hit points. Durability is also an important factor.

The most important Ancients for the armor:

Hit Points (HP) up + 1 / Dexterity (DEX) up + 1 /
Armor (AR) up + 1 / Durability (DUR) up + 1
Steel Body

Helmet

For the helmet, Ancients mainly increase the magic powers.
Ancients that upgrade the resistance to black magic are only for
the helmet.

The most important Ancients for the helmet:

Mana Points (MP) up + 1 / Intelligence (INT) up + 1
Magic (MAG) up + 1
Resist Fire / Vitality of Barbarians

Shield

There are Ancients for Parrying, which prevent hits and reduce
the damage.

The most important Ancients for the shield:

Hit Points (HP) up + 1 / Prevent (PRV) up + 1
Parrying (PAR) up + 1 / Resist Critical (R.CR) up + 1
Mileys Shield

GLOSSARY

Armor

There is more equipment in addition to the equipment listed here.
Check out details on the equipment screen with the X Button.

Sword

Damage and hits can be increased by fusion of Ancients.
Hit range and angle can not be changed.

HP	Rate of damage points that hit the opponent.
CRIT	Success rate of deadly assaults and greater damage.
IMP	Impact that lets opponent stagger/fall.
LONG	Length of sword
SPD	Speed of striking rate of sword
+ STR	Greater strength
SGL/ DBL	Type of sword: single-handed/ double handed

Name / Explanation / No. of fields in Ancients / Content

Short Sword / Little impact but very fast. Origin of magic
sword. / 5 / 20

Saber / Single-handed sword, low hit rate, but excellent guidance.
/ 6 / 30

Scimitar / Single-handed scimitar, also for beginners / 6 / 35

Long Sword / Representative single-handed long sword. Good assault power / 7 / 100
Claymore / Two-handed, fast sword, ideal for precision assaults / 7 / 160
Two-handed Sword / Two-handed sword, good assault rate / 9 / 180
Medieval Blade / Extremely fast sword, highly appropriate for sword magic. / 10 / 1000

Armor

Armor class and durability can be increased with the Ancients. Opponents detect loud armors more easily.

AR Armor class
DUR Durability
+ HP Increase of Hit Points
PRV Prevent
REG Regeneration of HP
+ DEX greater Dexterity
RES Resist

Name / Explanation / No. of fields in Ancients / Content

Half Plate / Weak protective power. Origin of magic armor. / 5 / 100
Breast Plate / Advanced half plate / 6 / 120
Light Plate / Light plate, low protective power / 7 / 140
Brigantine / Armor with excellent resistance, loud / 9 / 160
Field Armor / Strong plate / 9 / 180
Silver Knight's / Excellent skills / 10 / 240
Heavy Plate / Extremely solid armor, very loud / 10 / 400

Shield

Ancients can increase armor class and parrying. If the hero carries a two-handed sword he can not hold a shield.

AR Armor Class
PAR Parrying
+ HP increase of Hit Points
Resist Resistance against magical attacks

Name / Explanation / No. of fields in Ancients / Content

Buckler / Small round shield. Origin of magic shield / 5 / 30
Round Shield / Advanced buckler, low protective power / 6 / 50
Silver Knight's / Excellent skills / 7 / 100
Emerald Knight's / Green knight's shield, excellent skills / 7 / 100
Large Shield / High armor class, but not very handy / 8 / 300

Kite Shield / Easy to guide, good parrying and prevention / 9 / 350
Giant Shield / Huge shield, maximum armor class,
low parrying / 10 / 500

Helmet

Fusing Ancients can increase armor class and protection against battle magic. During attack by e.g. fire or cold magic the damage inflicted on the hero is lower depending on RES - Resistance.

MAG	Magic
AR	Armor Class
+ MP	increase of Mana Points
MANA	decrease of MP costs
MRG	Speed of MP regeneration
+ INT	increase of Intelligence
Resist	Resistance against magical attacks

Name / Explanation / No. of fields in Ancients / Content

Sacred / Excellent magic powers, no physical protection / 10 / 20
Hood / Charm against fire magic, origin of magical helmet / 4 / 30
Storm Hood / Charm against storm magic, advanced hood / 5 / 50
Silver Knight's / Charm against black magic / 7 / 80

Shadow Knight's / Charm against black magic / 7 / 80

Gothic Heaven / Charm against cold magic, reliable protection / 8 / 150

Great Helmet / Maximum physical protection / 10 / 300

- *Ancients fields: the number of Ancients that can be fused.*
- *Content: Mithrill quantity required for the production.*

Equipment and Other Items

Some Items. Equipment that can not be fused with Ancients

[Name / Explanation]

Boots:

Boots / Magic boots, quiet stepping

Speed Boots / Magic boots, greater speed and silent stepping

Rubber Boots / Magic boots, protection against storms and silent stepping

Ironguard Boots / Increase resistance, very loud

Belt:

Protection Belt / Magic belt, increases resistance

Guarding Belt / Magic belt, increases parrying

Clothes Belt / Magic belt, increases hit rate

Rings:

Ring of Power / Magic ring, increases strength

Ring of Wisdom / Magic ring, increases intelligence

Accurate Ring / Magic ring, increases speed

Ring of Toughness / Magic ring, increases hit rate

Ring of Mana / Magic ring, increases magic score

Knight's Ring / Magic ring, increases hit rate and strength

Wizard Ring / Magic ring, increases magic score and intelligence

Protection Ring / Magic ring, increases defense

Fire Ring / Magic ring, increases resistance against fire

Cold Ring / Magic ring, increases resistance against cold

Thunder Ring / Magic ring, increases resistance against thunder

Holy Ring / Magic ring, increases resistance against black magic

Piercing:

Pierce of Ear / Magic earring, increases hearing

Pierce of Echoes / Magic earring, renders noise visible

Pierce of Trap / Magic earring, unveils traps

Charms:

Fine Necklace / Magic necklace, different values increase

Magic Charm / Magic charm, increases intelligence

Meiji Charm / Magic charm, increases intelligence, reduces strength

Hell Talisman / Magic charm, reduces resistance against all magic

Coats:

Silver Coat / White decorative coat

Fire Coat / Magic coat, protects against fire

Cold Coat / Magic coat, protects against the cold

Thunder Coat / Magic coat, protects against thunder

Reviate Cape / Magic cape, gently raises body

Other Items

Many of these items can only be used once.
Always take sufficient lockpick and picks with you...

Name / Explanation

Magical Books:

Book of Recall / Teaches recall magic

Book of the Wind / Gradually teaches the magic of the wind

Book of Visions / Gradually teaches illusory magic

Book of Walls / Gradually teaches the magic of the walls

Book of Fire / Gradually teaches the magic of the fire walls

Book of the Dead / Gradually teaches how to return the dead

Book of Black Magic / Gradually teaches the black magic of the wind

Potions:

Healing Potion / Regenerates HP. Different size bottles

Elixir / Completely regenerates HP and MP

Refresh Stone / Heals fossilization

Fire Potion / Lets body glow to exude fire magic

Cold Potion / Creates icy winds around the body, exudes cold magic

Lucky Potion / Parries precision assaults, lends immortality

Immortal Potion / Untouchable for a short time

Others:

Ground Thunder / Ground trap. If the hero or an enemy walks onto this it exposes and damages all living beings in the vicinity.

Magic Crystal / Crystallizes magic energy, regenerates MP

Lockpick / Unlocks treasures, can be used only once

Pick / Mines Mithril ore, can be used once

Decoding Scroll / Opens magically sealed doors, can be used once

Decoding Book / Opens magically sealed doors, can be used repeatedly

Ancients Transform Book / Transforms magic equipment, can be used repeatedly

Ancients Transform Book

With the Ancients Transform Book you can transform magic equipment even outside the forge as long as the hero carries other items of the same category with him.

Magic and Sword Magic

Sword magic

Use sword magic by holding the B Button. This type of magic does not consume Mana Points.

Fire magic

Attack magic with fire. Direct it toward a magic wall to destroy it and damage all enemies in the proximity.

[Name / LV / Damage / Time / Range / Duration / Explanation]

Firebolt / 1 / 100 / 10 / 0 / 0 / Shoots firebolts.

Fireball / 2 / 120 / 30 / 15 / 0 / Fires exploding fireballs.

Explosion / 3 / 150 / 100 / 30 / 0 / Triggers huge explosions.

Holy magic

The holy attack magic helps you destroy the undead and demons. Directed toward friends it has a healing effect.

[Name / LV / Damage / Time / Range / Duration / Explanation]

Holy Photon / 1 / 30/100 / 10 / 0 / 0 / Magic, fires sacred photons.

Valkyrie Javelin / 2 / 30/20 / 30 / 0 / 0 / Fires sacred javelins.

Sacred Sphere / 3 / 0/20 / 120 / 25 / 300 / Creates a sacred sphere.

Thunder magic

Magic with thunder and lightning. Damages nearly all enemies.

[Name / LV / Damage / Time / Range / Duration / Explanation]

Lightning Bolt / 1 / 150 / 30 / 0 / 0 / Lightning.

Electric Body / 2 / 100 / 60 / 15 / 180 / Charges the hero with electric energy.

Ball Lightning / 3 / 80 / 120 / 0 / 180 / Fires small balls of lightning.

- **Damage:** Average attack power. The damage of the sacred magic is divided into regeneration of Hit Points for player (left figure) and damage points to enemies (right figure). If a player is in the "Sacred Sphere" its Hit Points are regenerated.
- **Time:** Average time needed to exercise special skills of sword. 30 units = 1 second
- **Range:** The range in which the magic is effective. 10 units = 1m
- **Duration:** Average period of time of magic effect. 30 units = 1 second

Magic

You can learn magic by studying the Books of Magic. The level of magic that you master increases depending on how frequently you read these books. For example, after reading the first Book of the Wind you master the "Tornado", after reading the second book the "Gust Breath" spell, etc...

[Name / Level / Command / MP consumption / Damage / Range / Duration / Explanation]

Wind:

Tornado / Hurls enemies away.

Gust Breath / Creates a mighty gust of wind.

Cyclone / Creates a mighty cyclone.

Illusion:

Mirror Body / Mirrors two phantom images of the hero.

Ghost Body / Conjures up a ghost with which you can scout the environment.

Invisible / Renders the hero invisible.

Walls:

Stone Tower / Creates a tower made of stone.

Stone Wall / Creates a wall made of stone.

Stone Cage / Creates a cage made of stone.

Fire:

Bonfire / Conjures up a post of flames.

Fire Wall / Conjures up a wall of flames.

Fire Cage / Conjures up a cage made of flame columns.

Animate:

Animate Dead / Awakens a killed enemy. Works only on a few monsters.

Wonderer Dead / Awakens a killed enemy. Has no effect on demons.

Control Dead / Awakens a killed enemy. Works nearly on all enemies.

Black Magic:

Stone Curse / Fossilizes enemies.

Dark Sphere / Conjures up a sphere of Darkness.

Acid Fog / Creates poisonous fog.

Recall:

Recall / Teleports the hero to the Fortress of the Goblins.

How to use sword magic effectively

If you destroyed a stone tower it is possible that all of a sudden a large number of enemies will emerge. If you attack with your sword you will be surrounded by enemies. If in such a case your sword holds an Ancient, like for example fire bolt, it can be used to destroy the enemies from afar without any risk to you. Magic spells can be used similarly.



Destroy enemies from afar with fire bolts.



Enemies emerging! Destroy them and take your time!

THE ADVENTURE AWAITS YOU

The Audience Room - The Fortress of the Goblins

You, who once were the greatest, have lost your former power. In order to become the strongest man on earth once again and be victorious over the gods you must do a few things. You who only just awoke again, I shall guide you for while.

In the audience room



First say your name!
Oh, you can not remember?
You will need weapons suitable
for a hero.
Take this magic sword.

*Take the magic potion
with you before leaving
the Resurrection room.*

Know the laws of this world!

Next, you will have to learn the laws of this world. There are guides in the different rooms who will explain the laws to you. Listen well to what they have to tell you, and understand.



The beginning is very important, this is where the basic functions of the game are explained. Here, too, there are numerous not so honest people ...

Exploring the cemetery

Look for the Fortress of the Goblins once you have left. It is not a bad thing if you previously explored the cemetery. You might have discovered something else.

At the entrance to the fortress

Entering the fortress by the front seems difficult. Surely, there must be another way in. The goblin living to the South West of the cemetery might be able to help.



Destroy all goblins in front of the gate.

Help by the guardian of the cemetery

If you visit the cemetery guardian try to learn as much as possible from him. If you receive the decoding picture scroll turn toward the tomb of the Royal Family. Read the monument by the door and understand how to open sealed doors with the decoding picture scroll.

Take the underground passage

The underground of the cemetery is filled with enemies. But this should not be too difficult for you. A goblin, which could forge your equipment, has been locked into the single cell at the end of the passage. Release and rename him since he has also forgotten what he used to be called. He is bound to stand by your side.



Listen how to reach the fortress!

Conquer the fortress!

Now things will get serious! You must destroy the Master of the Fortress, the Master of the Goblins. But at the moment he is slightly superior to you. First it is important that you clear things up among his disciples. Once you have conquered the fortress I will tell you what happened there.



*The Fortress is yours!
Use it as a base camp!*

**WELL THEN,
INTO THE DARK FOREST!**

The Explanation of the Blacksmith

How to reinforce weapons

A first class fighter needs a first class blacksmith. By the way - I am the best. The magic weapons you have, I shall reinforce with my skills. The most important thing is that the weapons are adjusted to your personal fighting style. I will do this for you!

Kill at a single stroke!

To kill enemies with a single stroke the weapons must be reinforced at any rate. I can transform a single-handed sword into a two-handed sword and furnish it with STR and more damage points. We must also check the faster hit rate ability of the sword and deadly assaults.

An insurmountable wall!

If I fuse Ancients to improve the armor class, resistance and parrying of your equipment then the damage you will suffer is minor and your healing powers will be great. If you suffer less damage, you are more at ease when fighting. We must not forget that the helmet bears protective Ancients.



Use your magic!

You should enhance your magic skills to use your magic many times. The magic will support you when fighting. It is the iron rule that profound assault and defense power is what it takes here.

